

EUROPEAN PATENT OFFICE

Patent Abstracts of Japan

PUBLICATION NUMBER : 2002101368
PUBLICATION DATE : 05-04-02

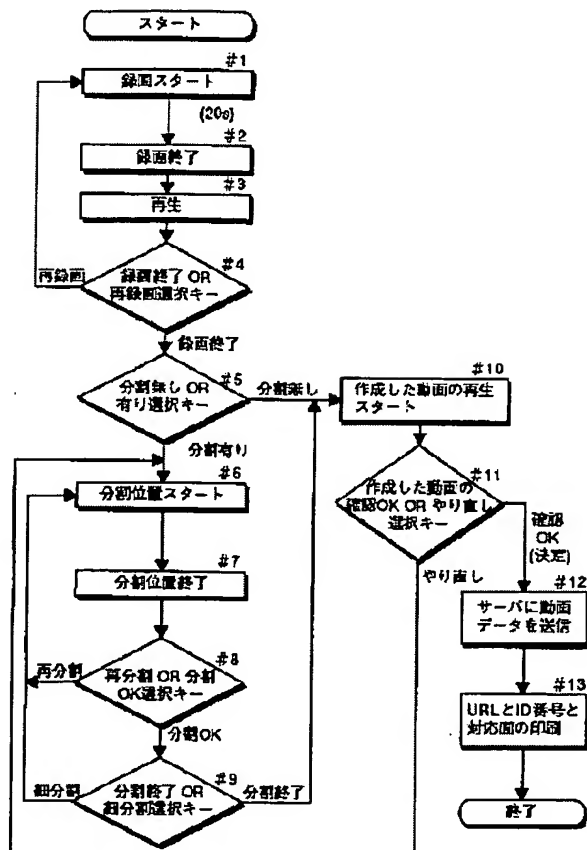
APPLICATION DATE : 26-09-00
APPLICATION NUMBER : 2000291861

APPLICANT : FUNAI ELECTRIC CO LTD;

INVENTOR : UMANO MASAKO;

INT.CL. : H04N 5/76 G03B 17/53 H04N 5/225
H04N 5/91 H04N 7/10 H04N 7/18

TITLE : IMAGE PRINT GAME MACHINE AND
GAME METHOD USING SERVER WITH
IMAGE DATA TRANSFERRED
THERETO FROM GAME MACHINE



ABSTRACT : PROBLEM TO BE SOLVED: To prevent the occurrence of an insufficient memory in a portable terminal in the case of reading image data even when photographed image data are animation data and a device for reading the image data is the portable terminal whose memory capacity is smaller than that of a personal computer, etc., in an image print game machine.

SOLUTION: Even though the photographed image data are animation data having a large amount of data, the data quantity of one piece of animation data on a server can be suppressed equally to or less than a fixed amount, because the animation data are divided into a plurality of pieces of animation data (#6 to #9) and the respective divided animation data are transmitted to the server (#12). It is consequently possible to prevent the occurrence of an insufficient memory in the portable terminal, even when the portable telephone having a small amount of memory capacity is used as a device for reading the animation data on the server.

COPYRIGHT: (C)2002,JPO